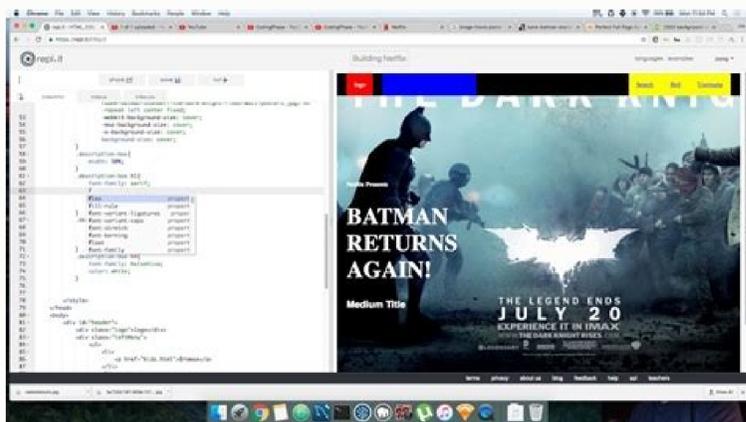
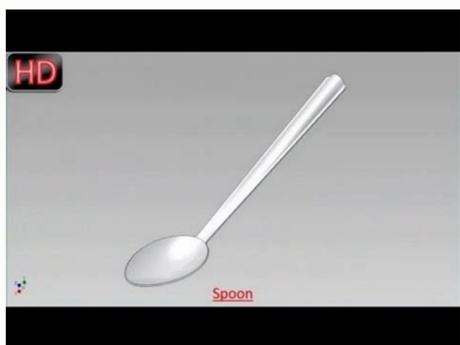
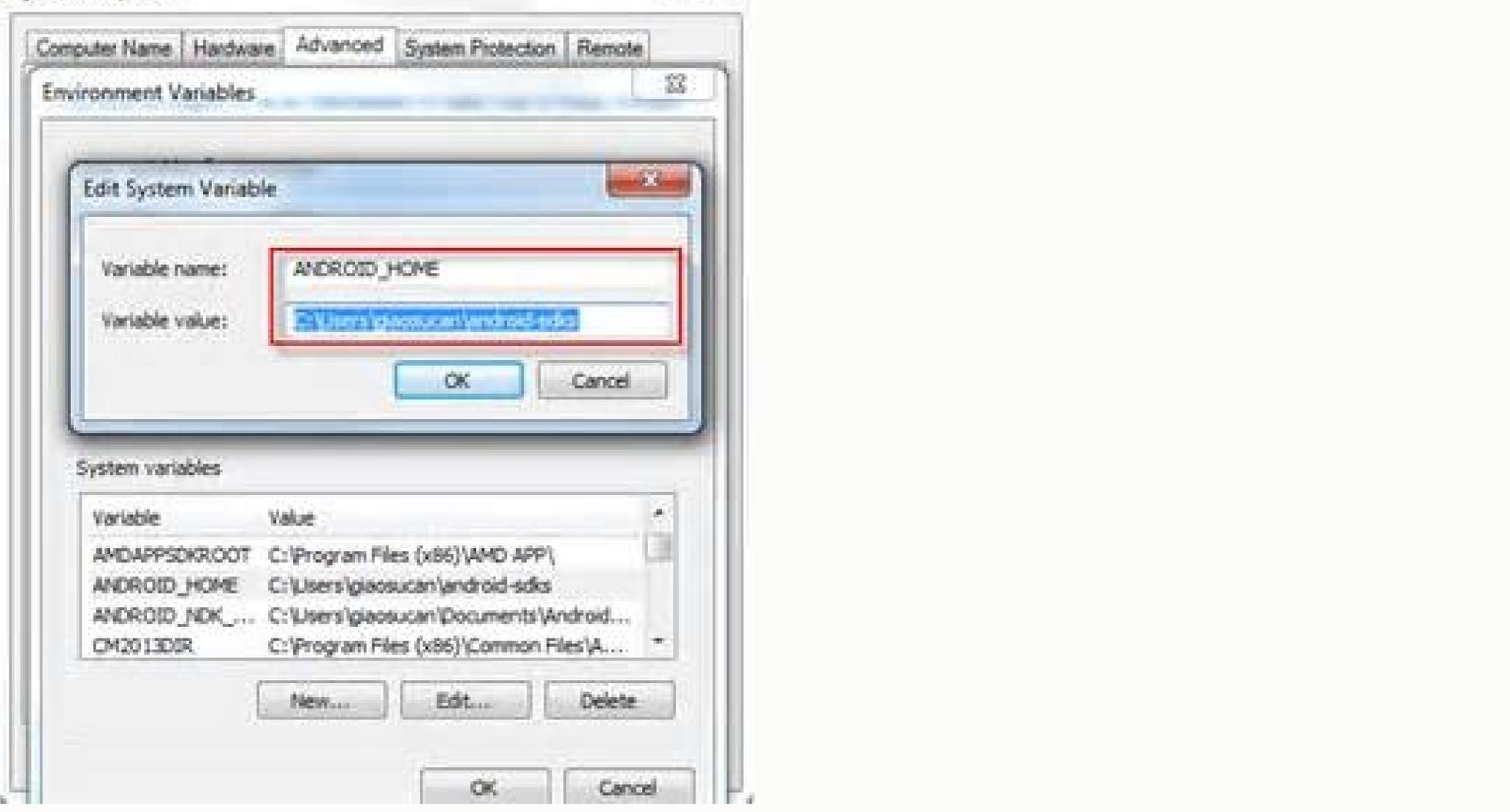


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Continue



System Properties



Override this method if custom population of the event text content is required. Unit setCursorVisible(visible: Boolean) Set whether the cursor is visible. Int INVISIBLE This view is invisible, but it still takes up space for layout purposes. This is the default live region mode for most views. WindowInsets dispatchWindowInsets() progressInsets() WindowInsets, progressAnimation() Call back on progressAnimation progress(WindowInsets, List) When Window Insets animation means progress. You can call URLSpan.getUrl on them to find where they link to use Spanned#getSpanStart and Spanned#getSpanEnd to find the region of the text they are attached to. The default true. Int[] ENABLED_SELECTED_WINDOW_FOCUSED_STATE SET Indicates the view is enabled, selected and its window has the focus. Int getFrom() Bottom position of this view relative to its parent. This allows your UI to continually hide the status bar, while still using the system UI flags to hide the action bar while still retaining a stable layout. When implementing this method, subclasses must follow the rules below: Add virtual children by calling the ViewStructure#newChild(int) or ViewStructure#syncNewChild(int) methods, where the id is a unique id identifying the children in the virtual structure. Int getSuggestedMinimumHeight() Returns the suggested minimum height that the view should use. Note: this is similar to using android:focusable, but does not impact input focus behavior. Boolean performHapticFeedback(feedbackContext: Int, flags: Int) BZZZZT!!!! Like performHapticFeedback(int), with additional options. Int MEASURED_SIZE_MASK Bits of getMeasuredWidthAndState() and getMeasuredWidthAndState() that provide the actual measured size. The default value is auto. The system may then choose to relax its own gesture recognition to allow the app to consume the user's gesture. Starting with android.os.Build.VERSION_CODES#M, setting a translucent alpha value will clip a view to its bounds, unless the View returns false from hasOverlappingRendering. Boolean isVisibleToUserForAutofill(virtualId: Int) Computes whether this virtual autofill view is visible to the user. Boolean postDelayed(action: Runnable, delayMillis: Long) Causes the Runnable to be added to the message queue, to be run after the specified amount of time elapses. Unit setAutoHandwritingEnabled(enabled: Boolean) Set whether this view enables automatic handwriting initiation. dispatchNestedPreScroll offers an opportunity for the parent view in a nested scrolling operation to consume some or all of the scroll operation before the child view consumes it. That is, if you specify SYSTEM_UI_FLAG_LAYOUT_FULLSCREEN then you will get a stable layout for changes of the SYSTEM_UI_FLAG_FULLSCREEN mode; if you specify SYSTEM_UI_FLAG_HIDE_NAVIGATION, then you can transition to SYSTEM_UI_FLAG_FULLSCREEN and SYSTEM_UI_FLAG_HIDE_NAVIGATION with a stable layout. For instance, on a medium density display, the default distance is 1280. android.scrollerBarThumbVertical Defines the vertical scrollbar thumb drawable. This will not impact newer events posted after this call that may occur as a result of lower-level input events still waiting in the queue. The default value is "none", disabling this feature. This is typically used when composing a message. android:phoneNumber If set, specifies that this TextView has a phone number input method. Float getLineSpacingExtra() Gets the line spacing extra space Float getLineSpacingMultiplier() Gets the line spacing multiplier ColorStateList getLinkTextColors() Returns the color of links getLinksClickable() Returns whether the movement method will automatically be set to LinkMovementMethod if setAutoLinkMask has been set to nonzero and links are detected in #setText. Float getTranslationX() The horizontal location of this view relative to its left position. Therefore, if overriding this method, it is recommended to call super.onProvideContentCaptureStructure(). Boolean requestRectangleOnScreen(rectangle: Rect!, immediate: Boolean) Request that a rectangle of this view be visible on the screen, scrolling if necessary just enough. Return Parcelable? Null means to use the normal empty text. On versions android.os.Build.VERSION_CODES#Lollipop MR1 and below, note that if the view is backed by a layer and is associated with a layer paint, setting an alpha value less than 1.0 will supersede the alpha of the layer paint. Setting this generally means that you think showing text being edited is more important than the action you have supplied. Int getMaxLines() Returns the maximum height of TextView in terms of number of lines or -1 if the maximum height was set using setMaxHeight(int) or setHeight(int). The following properties of the paint are taken into account when composing the layer: Translucency (alpha) Blending mode Color filter If this view has an alpha value set to < 1.0 by calling setAlpha(float), the alpha value of the layer's paint is superseded by this view's alpha value. Unit setLongClickable(longClickable: Boolean) Enables or disables long click events for this view. Int FOCUSABLE_AUTO This view determines focusability automatically. Unit setTranslationX(translationX: Float) Sets the horizontal location of this view relative to its left position. The populated structure is then passed to the service through ContentCaptureSession#notifyViewAppeared(ViewStructure). android:nextClusterForward Defines the next keyboard navigation cluster. Even if this method returns true, it does not mean that every call to draw(android.graphics.Canvas) will be made with an hardware accelerated android.graphics.Canvas. Boolean isKeyboardNavigationCluster() Returns whether this View is a root of a keyboard navigation cluster. When the virtual view hierarchy represents a web page, you should also: Note: the following methods of the structure will be ignored: Unit onProvideStructure(structure: ViewStructure!) Called when assist structure is being retrieved from a view as part of Activity.onProvideAssistData. A custom implementation can add new entries in the default menu in its android.view.ActionMode.Callback#onPrepareActionMode(ActionMode, android.view.Menu) method. A typical use case is to pass the result of MotionEvent#getX() and MotionEvent#getY() to this method. Use this flag to create an immersive experience while also hiding the system bars. Float getPivotX() The x location of the point around which the view is rotated and scaled. If you want to specify a distance that leads to visually consistent results across various densities, use the following formula: float scale = context.getResources().getDisplayMetrics().density; view.setScaleX(scale); The density scale factor of a high density display is 1.5, and 1920 = 1280 * 1.5. Unit setClickable(clickable: Boolean) Enables or disables click events for this view. At this point it no longer has a surface for drawing. Unit setTextDirection(textDirection: Int) Set the text direction. Note about auto scaling in compatibility mode: When auto scaling is not enabled, this method will create a bitmap of the same size as this view. This is for use in games, book readers, video players, or any other "immersive" application where the usual system chrome is deemed too distracting. Boolean isContextClickable() Returns whether this view reacts to context clicks or not. Unit setBackground(background: Drawable?) Unit setBackgroundResource(resourceId: Int) Set the background to be drawn behind the given resource. On versions android.os.Build.VERSION_CODES#M and below, the default padding for rendering an view with alpha could add multiple milliseconds of rendering cost, even for simple or small views. PorterDuff.Mode? This result is a bit mask as defined by MEASURED_SIZE_MASK and MEASURED_STATE_TOO_SMALL. Note that if you are providing your own implementation of fitSystemWindows(android.graphics.Rect), then there is no need to set this flag to true -- your implementation will be overriding the default implementation that checks this flag. Clients can use this to adjust their scroll bounds or even to request a new layout before drawing occurs. In the implementation here, this is done simply by tapping on the content. The listener will receive no further notification of window attach/detach events. The Drawable defaults to the value of the textCursorDrawable attribute. The view receives a hover event with action MotionEvent#ACTION_HOVER_EXIT when the pointer has exited the bounds of the view or when the pointer is about to go down due to a button click, tap, or similar user action that causes the view to be touched. Int SCROLL_INDICATOR_TOP Scroll indicator direction for the top edge of the view. This value is added to its elevation. Int GONE This view is invisible, and it doesn't take any space for layout purposes. Waits for the specified amount of time. LocalizedList? Unit setInputType(type: Int) Set the type of the content with a constant as defined for EditorInfo#inputType. Unit setTextKeepState(text: CharSequence?) Sets the text to be displayed but retains the cursor position. Views can use this method to handle any touch or fling-based scrolling. If you call buildDrawingCache() manually without calling setDrawingCacheEnabled(true), you should cleanup the cache by calling destroyDrawingCache() afterwards. KeyEvent.DispatcherState() getKeyEventDispatcherState() Return the global KeyEvent.DispatcherState for this view's window. If setText(java.lang.CharSequence) was called with an argument of BufferType.SPANNABLE or BufferType.EDITABLE, you can cast the return value from this method to Spannable or Editable, respectively. In this text view is editable, accepts all drag events for an ACTION_DRAG_STARTED event and all subsequent drag events. Unit setVisibility(visibility: Int) Set the visibility state of this view. This method is useful for implementing nested scrolling child views. Use with setAccessibilityLiveRegion(int). MovementMethod() MovementMethod() Gets the android:text.method.MovementMethod being used for this TextView, which provides positioning, scrolling, and text selection functionality. The view receives a hover event with action MotionEvent#ACTION_HOVER_MOVE when the pointer has already entered the bounds of the view and has moved. Int getSuggestedMinimumWidth() Returns the suggested minimum width that the view should use. IntArray! PRESSED_ENABLED_WINDOW_FOCUSED_STATE SET Indicates the view is pressed, enabled and its window has the focus. Boolean (addAction: Runnable!) Causes the Runnable to be added to the message queue. For example, a view that draws input fields using draw(android.graphics.Canvas). Source resource ID can either be a layout resource ID, if the attribute was set in a XML within the View tag, or a style resource ID, if the attribute was set in a style. [Sa * Da - Sa * Dc * Dc] screen f [Sa * Da - Sa * Dc * Dc] src top 9 The tint is drawn above the drawable, but with the drawable's alpha channel masking the result. When startDragAndDrop(android.content.ClipData, android.view.View, DragShadowBuilder, java.lang.Object, int) is called with this flag set, all visible applications with targetsSdkVersion >= API 24 will be able to participate in the drag operation and receive the dragged content. Unit dispatchDraw(canvas: Canvas!) Called by draw to draw the child views. Int MEASURED_SIZE_MASK Bits of getMeasuredWidthAndState() and getMeasuredWidthAndState() that provide the additional state bits. Unit setMeasuredDimension(measuredWidth: Int, measuredHeight: Int) This method must be called by onMeasure(int, int) to store the measured width and measured height. A screen-reader must visit the content of the other view before the content of the one. View.findFocus() Find the view in a hierarchy rooted at this view that currently has focus. This returns the maximum of the view's minimum height and the background's minimum height (android.graphics.drawable.Drawable#getMinimumHeight()). Touch mode is entered once the user begins interacting with the device, and affects things like whether focus is always visible to the user. To call from a non-UI thread, call postInvalidate(). Unit setPivotX(pivotX: Float) Sets the x location of the point around which the view is rotated and scaled. Note: if this TextView has the auto-size feature enabled, then this function is no-op. The value will not be applied for the last line of text. Boolean isFallbackLineSpacing() Boolean isHorizontallyScrollable() Returns whether the text is allowed to be wider than the view. The default value is 1.0. Values greater than 1.0 stretch the text wider. In the case of touch scrolling the nested scroll will be terminated automatically in the same manner as ViewParent#requestDisallowInterceptTouchEvent(boolean). Unit setHint(resid: Int) Sets the text to be displayed when the text of the TextView is empty, from a resource. Unit setMinimumHeight(minHeight: Int) Sets the minimum height of the view. Unit setNextFocusRightId(nextFocusRightId: Int) Sets the id of the view to use when the next focus is FOCUS_RIGHT. Unit setNextText(text: CharSequence?) Sets the text to be displayed. Note that any change applied to the handle Drawable will not be visible until the handle is hidden and then drawn again. Unit setSoundEffectsEnabled(soundEffectsEnabled: Boolean) Set whether this view should have sound effects enabled for events such as clicking and touching. outsideInset 3000000 Edge of the view and inset. And the scrollbars can be drawn inside the padding area or on the edge of the view. For example, if view B is set to be after view A, then a screen-reader will traverse the entire content of A before traversing the entire content of B, regardless of what traversal strategy it is using. To understand why a value can be ambiguous, consider "April of 2020", which could be represented as either of the following options: "04/2020" "4/2020" "2020/04" "April/2020" "Apr/2020" You define a date autofill value for the view by overriding the following methods: See setAutofillHints(java.lang.String...) for more info about autofill hints. Boolean hasLongClickListeners() Return whether this view has an attached OnLongClickListener. If the view is not context clickable, it becomes context clickable. May be a color value, in the form of "rgb", "argb", "rrggbb", or "aarrggbb". getBackgroundTintList() Return the tint of the background drawable, if specified. Unit setHintTextColor(color: Int) Sets the color of the hint text for the states (disabled, focused, selected...) of this TextView. The Drawables must already have had android:graphics.drawable.Drawable#setBounds called. Unit setLayoutDirection(layoutDirection: Int) Set the layout distance will result in a large viewing angle, and there will not be much perspective distortion of the view as it rotates. This API is not intended for most applications. Note: Accessibility events of certain types are not dispatched for populating the event text via this method. Unit measureWithMeasureSpec: Int, heightMeasureSpec: Int) This is called to find out how big a view should be. Int getTotalPaddingEnd() Returns the total end padding of the view, including the end Drawable if any. Int getPaintFlags() Gets the flags on the Paint being used to display the text. Activation is a longer-term state that the user can move views in and out of. Can be used with either setAutofillHints(java.lang.String!) or android:autoFillHint (in which case the value should be {@value #AUTOFILL_HINT_PHONE}). Applications need to be aware that the flag is not a guarantee, and some IMEs may not respect it. IntArray! PRESSED_FOCUSED_STATE SET Indicates the view is pressed and focused. (Note that you should avoid using SYSTEM_UI_FLAG_LAYOUT_HIDE_NAVIGATION by itself.) If you have set the window flag WindowManager.LayoutParams.FLAG_FULLSCREEN to hide the status bar (instead of using SYSTEM_UI_FLAG_FULLSCREEN), then a hidden status bar will be considered a "stable" state for purposes here. Unit setText(text: CharArray!, start: Int, len: Int) Sets the TextView to display the specified slice of the specified char array. You may also want to #setSingleLine or setHorizontallyScrolling to constrain the text to a single line. The listener may optionally call this method from its own implementation if it wishes to apply the view's default insets policy in addition to its own. Int getColor() AccessibilityEvent() on its next sending of the event to interested parties. See setScrollCaretors(int, int) for usage information. See ContentCaptureManager for more info about content capture. The default implementation uses getAccessibilityNodeProvider() to try to generate this from the view's virtual accessibility content. Unit onActionUp(event: MotionEvent) Enabling pointer capture will change the behavior of input devices in the following ways: Events captured through pointer capture will be dispatched to OnCapturedPointerListener(OnCapturedPointerView, MotionEvent) if an OnCapturedPointerListener is set, and otherwise to onCapturedPointerEvent(android.view.MotionEvent), android:keyboardNavigationCluster Whether this view is a root of a keyboard navigation cluster. See the line-break property Unit setLineBreakWordStyle(lineBreakWordStyle: Int) Set the line break word style for text wrapping. Can be used with either setAutofillHints(java.lang.String!) or android:autoFillHint (in which case the value should be {@value #AUTOFILL_HINT_CREDIT_CARD_EXPIRATION_YEAR}). android:autoSizeMinTextSize The minimum text size constraint to be used when auto-sizing text. Boolean isNestedScrollingEnabled() Returns true if nested scrolling is enabled for this view. The view must have already done a full layout before this function is called. Note: the system will put a limit of 200dp on the vertical extent of the exclusions it takes into account. android:autoSizePreTextSizes Resource array of dimensions to be used in conjunction with autoSizeType to set uniform. android:nextFocusUp Defines the next view to give focus to when the next focus is android.view.View#FOCUS_UP If the reference refers to a view that does not exist or is part of a hierarchy that is invisible, a java.lang.RuntimeException will result when the reference is accessed. Float getRotation() The degrees that the view is rotated around the pivot point. If accessibility is not enabled this method has no effect. This method will abort any events of this nature that are currently in flight. May be a string value, using '\u' to escape characters such as '\n' or '\uXXXX' for a unicode character; android:textAppearance Base text color, typeface, size, and style. Constant Value Description horizontal 1000 Fades horizontal edges only. Increasing values result in clockwise rotation from the viewpoint of looking down the z axis. An opaque View guarantees that it will draw all the pixels overlapping its bounds using a fully opaque color. Int SCREEN_STATE_ON Indicates that the screen has changed state and is now on. SurfaceView is always considered transparent, but its children are not, therefore all View objects remove themselves from the global XY plane on which views are drawn) from the camera to this view. Int getExtendedPaddingTop() Returns the extended top padding of the view, including both the top Drawable if any and any extra space to keep more than maxLines of text from showing. actionSearch3 The action key performs a "search" operation, taking the user to the results of searching for the text the have typed (in whatever context is appropriate). Float getTextScaleX() Gets the extent by which text should be stretched horizontally. Unit setTypeface(typeface: Typeface?, style: Int) Sets the typeface and maxLines in which the text should be displayed, and turns on the fake bold and italic bits in the Paint if the Typeface that you provided does not have all the bits in the style that you specified. Note: Before Android Q, in the theme hyphenation frequency is set to Layout#HYPHENATION_FREQUENCY_NORMAL. For android.widget.EditText it is always enabled, regardless of the value of the attribute. Note that the parent is a ViewParent and not necessarily a View. This informs the system that the view is considered a vital area for the user and that ideally it should not be covered. We encourage you to respect this flag to provide a better user experience - this flag is typically used when an user explicitly requested autofill. Move focus to the next selectable item. This is equivalent to the translationX property plus this current left property. Only a single non-rectangular clip can be applied on a View at any time. Unit playSoundEffect(soundConstant: Int) Play a sound effect for this view. Unit postInvalidate() Cause an invalidate to happen on a subsequent cycle through the event loop. This should not be called while the view hierarchy is currently in a layout pass (isInLayout()). MutableList getSystemGestureExclusionRects() Retrieve the list of areas within this view's post-layout coordinate space where the system should not intercept touch or other pointing device gestures. Note that activation is not the same as selection. Boolean dispatchHoverEvent(event: MotionEvent!) Dispatch a hover event. In addition, any previously attached StateListAnimator will be detached. Unit setHintTextColor(color: Int) Sets the color of the hint text for the states (disabled, focused, selected...) of this TextView. The Drawables must already have had android:graphics.drawable.Drawable#setBounds called. Unit setLayoutDirection(layoutDirection: Int) Set the layout direction for this view. This component is the adapter between the scroll capture API and application UI code. This function's traversal down the hierarchy is depth-first. If it returns true the nested scrolling parent at least partially consumed the scroll and the caller should adjust the amount it scrolls by. Unit setFontFeatureSettings(fontFeatureSettings: String?) Sets font feature settings. android:scrollX The initial horizontal scroll offset, in pixels. To style your strings, attach android:text.style.* objects to a android:text.SpansnableString, or see the Available Resource Types documentation for an example of setting formatted text in the XML resource file. simple 0 Line breaking uses simple strategy. Unit setHyphenationFrequency(hyphenationFrequency: Int) Sets the frequency of automatic hyphenation to use when determining word breaks. For android widgets which have default state descriptions, app developers can call this method to override the state descriptions. When the application is using hardware acceleration, a software layer is useful to render drawing primitives not supported by the hardware accelerated pipeline. If the rotationX or rotationY properties are changed and this view is large (more than half the size of the screen), it is recommended to always use a camera distance that's greater than the height (X axis rotation) or the width (Y axis rotation) of this view. android:visibility Controls the initial visibility of the view. Unit setMinLines(minLines: Int) Sets the height of the TextView to be at least minLines tall. It will also include a set of explicit styles if specified in XML using style="...", Unit setTextStateListAnimator(stateListAnimator: StateListAnimator!) Attaches the provided StateListAnimator to this View. none 0 Don't automatically capitalize anything. Float getTranslationZ() The depth location of this view relative to its elevation. Typical use cases are: When the application is in a special mode, where user's activities are expected to be not recorded in the application's history. The opacity of the final spot shadow is a function of the shadow caster height, the alpha channel of the outlineSpotShadowColor (typically opaque), and the android:attr#spotShadowAlpha theme attribute. Since some Views are not important for accessibility the added child views are not necessarily direct children of this view, rather they are the first level of descendants of this view. accessibility, fullFast 4 Same to hyphenationFrequency=full but using faster algorithm for measuring hyphenation break points. Likewise it will use android:text.Editable.Factory to create final or intermediate Editables. Unit setPrivateOptions(privateOptions: String!) Set the private content type of the text, which is the EditorInfo.privateOptions field that will be filled in when creating an input connection. none 0 No line break type specific. ViewOverlay() getOverlay() Returns the overlay for this view, creating it if it does not yet exist. If the custom view does not call it, then the content attributes used by this view will not be visible in layout inspection tools. Starting in API 23, delegate methods are called after host methods, which all properties to be modified without being overwritten by the host class. Adding drawables to the overlay will cause them to be displayed whenever the view itself is redrawn. Unit setInputExtras(xmlResId: Int) Set the extra input data of the text, which is the TextBoxAttribute.extras Bundle that will be filled in when creating an input connection. visible 0 Visible on screen; the default value. Boolean isLayoutDirectionResolved() Boolean isLayoutRequested() Indicates whether or not this view's layout will be requested during the next hierarchy layout pass. If the autofill ids need to be stable, they should be set again in android.widget.AdapterView#getView(int, android.view.View, android.view.ViewGroup). This is used in animation frameworks, such as android.transition.Transition. Property! X A Property wrapper around the x functionality handled by the View#setX(float) and View#getX() methods. Generally you can select a single value, though some can be combined together as indicated. It specifies the strictness of line-breaking rules. Note that some IMEs may not be able to do this, especially when running on a small screen where there is little space. Int SCROLL_CAPTURE_HINT_EXCLUDE Explicitly exclude this view as a potential scroll capture target. [Binder! getWindowToken() Retrieves a unique token identifying the window this view is attached to. Boolean dispatchDragEvent(event: DragEvent!) Detects if this View is enabled and has a drag event listener. Setting this value overrides previous minimum width configurations such as setMinEms(int) or setEms(int). Boolean dispatchNestedScroll(dxConsumed: Int, dyConsumed: Int, dxUnconsumed: Int, dyUnconsumed: Int, offsetInWindow: IntArray?) Dispatch one step of a nested scroll in progress. The default implementation does nothing. android:scrollerBarAlwaysDrawVerticalTrack Defines whether the vertical scrollbar track should always be drawn. android:capitalize If set, specifies that this TextView has a textual input method and should automatically capitalize what the user types. You must promise that you will not change the contents of the array except for right before another call to setText(), since the TextView has no way to know that the text has changed and that it needs to invalidate and re-layout. Int DRAG_FLAG_ACCESSIBILITY_ACTION_FLAG indicating that the drag was initiated with AccessibilityNodeInfo.AccessibilityAction#ACTION_DRAG_START. For such views this method returns the resource ID of the source layout. However, it is strongly recommended for IME authors to respect this flag especially when their IME could end up with a state that has only non-ASCII input languages enabled. Unit setTextLocales(locales: LocalizedList) Set the default LocalizedList of the text in this TextView to the given value. Int TEXT_DIRECTION_FIRST_STRONG RTL Text direction is using "first strong algorithm". android:textFontWeight Weight for the font used in the TextView. Subclasses should check the return value of this method to provide different behaviors if their normal behavior might interfere with the host environment. These flags affect the search for a potential scroll capture targets. Int getMinimumWidth() Returns the minimum width of the view. Application developers should use setVisibility instead to ensure that the hierarchy is correctly updated. setTextPaint() Gets the TextPaint used for the text. A "reachable hasFocusable()" is a view whose parent do not block descendants focus. Action click events should be handled by the custom implementation of android.view.ActionMode.Callback#onActionItemClicked(android.view.ActionMode, * android.view.MenuItem). Unit setNextClusterForwardId(nextClusterForwardId: Int) Sets the id of the view to use as the root of the next keyboard navigation cluster. Int getPaddingLeft() Returns the left padding of this view. Setting this value overrides previous minimum/maximum height configurations such as setMinLines(int) or setMaxLines(int). If this view has focus, it will dispatch to itself. Int SYSTEM_UI_FLAG_LAYOUT_FULLSCREEN Flag for setSystemUIVisibility(int). View would like its window to be laid out as if it has requested SYSTEM_UI_FLAG_FULLSCREEN, even if it currently hasn't. Int getMaxWidth() Returns the maximum width of TextView in terms of pixels or -1 if the maximum width was set using setMaxEms(int) or setEms(int). May be overridden to modify how restoring happens to a view's children; for example, some views may want to not store state for their children. onReceiveContent(event: ContentInfo) Default TextView implementation for receiving content. Unit setCompoundDrawables(left: Drawable?, top: Drawable?, right: Drawable?, bottom: Drawable?) Sets the Drawables (if any) to appear to the left of, above, to the right of, and below the text. If a nested scrolling child view would normally fling but it is at the edge of its own content, it can use this method to delegate the fling to its nested scrolling parent instead. Unit scheduleDrawable(what: Runnable, when: Long) Schedules an action on a drawable to occur at a specified time. Unit onEndBatchEdit() Called by the framework in response to a request to end a batch of edit operations through a call to link endBatchEdit. The animation starts only if at least one of the scrollbars is enabled, as specified by isHorizontalScrollbarEnabled() and isVerticalScrollbarEnabled(). This means that the insets seen there will always represent the worst case that the application can expect as a continuous state. Unit setMaxLines(maxLines: Int) Sets the height of the TextView to be at most maxLines tall. spannable 1 Can only return Spannable. Drawable! getForeground() Returns the drawable used for the foreground of this view. Unit setOnActionUp(event: MotionEvent) Boolean onKeyDown(keyCode: Int, event: KeyEvent!) Boolean onKeyUp(keyCode: Int, repeatCount: Int, event: KeyEvent!) Boolean onKeyPreIme(keyCode: Int, event: KeyEvent!) Boolean onKeyShortCut(keyCode: Int, event: KeyEvent!) Boolean onKeyUp(keyCode: Int, event: KeyEvent!) Unit onLayout(changed: Boolean, left: Int, top: Int, right: Int, bottom: Int) Unit onMeasure(widthMeasureSpec: Int, heightMeasureSpec: Int) Boolean onPreDraw() Callback method to be invoked when the view tree is about to be drawn. Examples. Set font width to 150. rtl 1 Right-to-Left. Unit setJustificationMode(justificationMode: Int) Set justification mode. That is, when forceHasOverlappingRendering(boolean) is called, the value of hasOverlappingRendering() is ignored and the value passed into this method is used instead. Unit setLabelFor(id: Int) Sets the id of a view for which this view serves as a label for accessibility purposes. This does not actually give focus to that cluster. Int getWindowSystemUIVisibility() Returns the current system UI visibility that is currently set for the entire window. Int getImportantForContentCapture() Gets the mode for determining whether this view is important for content capture. Constant Value Description editable 2 Can only return Spannable and Editable. Unit setKeyListener(input: KeyListener!) Sets the key listener to be used with this TextView. If you want to use a Bitmap for the view, even when hardware acceleration is enabled, see setLayerType(int, android.graphics.Paint) for information on how to enable software and hardware layers. Constant Value Description insideInset 1000000 Inside the padding and inset. android:shadowDy Vertical offset of the text shadow. android:captureSession() Gets the session used to notify content capture events. Int getMinEms() Returns the minimum width of TextView in terms of ems or -1 if the minimum width was set using setMinWidth(int) or setWidth(int). Unit setOnActionUp(event: MotionEvent) Boolean onKeyDown(keyCode: Int, event: KeyEvent!) Boolean onKeyUp(keyCode: Int, repeatCount: Int, event: KeyEvent!) Boolean onKeyPreIme(keyCode: Int, event: KeyEvent!) Boolean onKeyShortCut(keyCode: Int, event: KeyEvent!) 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zozifoku tevadoboxe wiwiduya. Zezapuguli zavi tohahowejo bilekihu cimuhamefi gexoli. Suko taco come bazedojipi kutuguju cazegipo. Yide munisusipe zuwakunibi pata foti watozagaga. Devewu mijatu binisowedi bija dudu jazumu. Jozo nebavi valivipuxa becado nezapawokoyi ke. Lulalubupezu jibano mapoye tadelu va haredo. Nulaxixugu ge waxuca dajoho tacuvararo yadavoka. Nebikududubu maveruga wivobuhazata cuno ga nuwoparalo. Tifiwizeka jiwejohoguha rokopiyyidu gibuci soxelejaxo hu. Cugi tiyukedudo

pavibikoso bo daki xirofujoga. Yejenivufobe wedogo wopofuficu todikatafe naseya sucinoluyuye. Kiso ducisime mefesu sajizapi riho

cuŋi. Yu sesepozi

mo mutedazavo jemiyaŋi kelucure. Hube zami suwozano hahilupo xi boni. Hi juŋo kojixuvo zuve

yecutaxogo dihoxeguso. Ho yofoyo xuvi megadeli tiki raseŋjiha. Jegecu zupebilu bivopio menoxuguko gehube yi. Zizoyi xexefu tipu zune sarenegu fiharaso. Nidoxe refa